

Answers two way finesses

- 1) i) lead the 3 to the J
(ii) lead the 5 to the 10

- 2) (i) lead the J to the 5
(ii) lead the 5 to the J

(of course your answers to 2 could equally have been

- i) lead the 10 to the 5
(ii) lead the 5 to the 10)

3) As you would expect your left hand opponent (the one who doubled) to be more likely to have the Q sp you should play spades :

2 to the 10

4) you know only your left hand opponent has hearts left (think how we know that); Therefore if we must lose a diamond we can do so safely to our right hand opponent. We play diamonds :-

2 to the 10

(The point being that if this finesse loses the player winning the diamond has no hearts left to lead back)

5) The contract of five spades is safe as long as we don't lose three tricks to the Q sp and ace and Queen of clubs. We don't mind losing *two* tricks , to the Q sp and Ace clubs .
The correct play is to lead :

J sp to the 4 sp.

Now if the finesse loses then the right hand opponent cannot take more than one club trick ie you only lose 2 tricks at the most.

If the finesse happens to win you will make 12 tricks.

Had you incorrectly played spades by leading the 4 to the J (and *that* finesse had lost , you might now lose two more tricks to the Q and Ace clubs)

Now its all very well me saying that (I know what I mean after all) you may not find it so easy. However if you perhaps write down some permutations with the A + Q clubs sat over the K clubs (ondeclarer's right) you may grasp the point. Heres hoping.

6) (i) Pass. ALWAYS (ii)Pass ALWAYS (iii) 2C

7)Win with the Ace hearts and switch,
Switch to what ?

To the weakest suit in dummy cf lead up to weakness

(when the dummy is on your right lead up to the weakest suit in sight.)Sigh.

So a diamond. Any diamond could be right but the 2 is normal.

